

FEBRUARY 6<sup>TH</sup>  
1970

# ALBION

ISSUE 12



SEVEN LITTLE DIPLOMATS UP TO ALL THEIR TRICKS,  
ALONG CAME M<sup>C</sup> GAUL AND THEN THERE WERE SIX.

Number 12.

XXXXXXXXXXXX  
A L B I O N  
XXXXXXXXXXXX

February 6th 1970

ALBION is a journal of postal Diplomacy. It is edited and published by Don Turnbull, resident despite many complaints at 6 St. George's Avenue, Timperley, Cheshire, England.

Game fees for all ALBION games are announced at the start of such games. Currently only one game, the Abstraction variant, is open to all comers; the rules are printed in issue 11, and places are still open at the time of typing; the game fee will be 10/-, and dead weight is two issues apart. To non-players subscriptions are available at 1/- per issue (British Isles and Ireland), 25 cents per issue (U.S.A.) Pro rata elsewhere. Both figures include postage.

All-for-all trade with other Diplomacy magazines is currently limited to those magazines appearing on the trades list. This arrangement may be expanded in the future.

ALBION records the progress of postal Diplomacy games taking place within the British region of AHIKS, or within the area covered by the British region, AHIKS membership notwithstanding. Some games are designed to be joined only by British players; the current games are examples. Others to be commenced will run on double-length deadlines, and hence will not be restricted to British players only. The Abstraction variant is such a game, and places are still open.

ALBION is a member of the Diplomacy Division of the NFFF Games Bureau (Chairman - Don Miller; Division Chief - Rod Walker).

DIPLOMACY is a game manufactured and sold by Games Research Inc., 48 Wareham Street, Boston, Mass. 02118, U.S.A. For availability within the British Isles consult the editor.

Special cover for this issue only by Malcolm Watson.

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Some apologies to get off my chest. First, the cover for the last issue was designed as a three-colour job. However the Roneo machine on which the stencils were cut developed a curious malady (possibly called Operator's Insufficiency) and the results were far from expected. After many hours of trying to get this thing right, I eventually had to print it off in black and white. Thus the writing round the outline etc. didn't appear as clearly as it should. Sorry folks - we keep trying.

Hope you were able to read it, despite the fading. Secondly, we have obtained some new stencils (cheap, of course); however these have no markings of any kind on them, to tell you where to start or stop typing etc. They are also of a rather strange constitution, and apparently print very lightly. Hope they are going to be legible for you all, and also that the pages don't appear to have been squeezed with a shoe-horn.

Quite a small issue, anyway, for various reasons. Speedy deadline, for one. So let's get on with it.

DIPLOMACY MAGAZINE REVIEW.

NUMBER FOUR - THE MILLER MAGAZINES in profusion.

Publisher:- Don Miller, 12315 Judson Road, Wheaton, Maryland 20906, U.S.A.

The magazines:- Don produces all the following magazines, and probably others which I have omitted in error. For each magazine, I have made a small summary of the contents.

- DIPLOMANIA. Formerly a 'game-mag', now purely for articles on Diplomacy etc. Production is irregular although Don tries to keep to a one-a-month schedule. As you read on, you will see why he sometimes finds this difficult - I would have rated it as impossible and given up long ago.
- DIPLOPHOBIA. Split from DIPLOMANIA after the latter's eleventh issue in mid 1966. Simultaneously DIPLOMANIA became purely the 'information-magazine' it is today. DIPLOPHOBIA carries 'regular' Diplomacy game only, plus (a recent innovation) a board for game QAC and QBC. It is published every three weeks. Currently contains around 20 regular games!
- SHANGRI-LA. In Don's own words, a haven for hopeless games. This recent addition to DIPLOPHOBIA contains regular games which have been transplanted from other magazines which have, for one reason or another, gone out of publication. Currently two games are reported in this category, both from the magazine GLOCKORLA.
- HYDROPHOBIA. The variant magazine, containing all the sub-magazines following. DIPSOMANIA (Economic Diplomacy); HYSTERIA - I presume he ran out of manias and phobias by this time - (the Game of the Clans, Indianomacy); PARAD-DUR (Miller Nine-Man Diplomacy); ASTRA (The Foundation Game); SCHIZOPHRENIA (Twin-Earths Diplomacy); FANTASIA (Middle Earth Diplomacy, Mordor-versus-the-world); CHAOS (Hyperspace Diplomacy); SUPERCALIFRAGILISTICEXPIALIDOCIOUS - hope that's right - (Game of Anarchy).
- LETHE. Contains LIMBO (the Game of Anonymity) and VARIOSO (Calhamer 5-man Diplomacy, the Lebling Variant).
- AUX ARMES! Contains the monster game Hypareconomic Diplomacy. This is the only magazine of which I have not got a sample, and having looked at the rules for this game I don't think I would understand it anyway.

Faced with this bewildering array of literature, I hardly know where to start to report. Anyway, I'll try.

DIPLOMANIA issue 1 appeared in February 1966; this was a single sheet of quarto paper, reporting on the progress of two games. The speed of development can be judged from the fact that by issue 8 (May 1966) 12 games were ebbing and flowing in the pages. A sixfold increase in a mere eight issues! We should also point out here that variant games played a prominent part, even in this early stage; of the dozen games in issue 8, only 4 were regular games - the rest were variants of one kind or another. In fact, variants play such a predominant part in Don's magazine that they will be listed separately after the report. The ratio of regular:variant is now settled at about even, but in the early stages we were obviously interested in experimenting with other forms of the basic game. By issue 8, and the few immediately following, the magazine had grown in size considerably, since Don was not only using the pages for the game reports, but also for rules and discussions on new variants. At this time he sensibly restricted press releases to two lines of type, and charged a player an extra fee for the privilege of having unlimited press. Thus the magazine was kept to reasonable dimensions, and Don was able to keep to the schedule he had set. (As the poor ALBION editor knows only too well, press releases can, by their length, make the difference between a prompt issue and one that is two or three days late; the effect is cumulative, of course, from issue to issue). Despite this restriction, however, issue 9 was 18 closely-typed pages. In issue 11 appears the announcement that DIPLOMANIA was splitting into five magazines - DIPLOMANIA, DIPLOPHOBIA, DIPSOMANIA, FANTASIA and SUPERCAL..... (I'm not going through that again - wonder how Don has the patience each issue? Ah - got it - he calls it SUPERCAL etc). This decision was clearly a sensible one - a 2-weekly schedule makes very heavy demands on the editor, and we have to earn our bread. The games, therefore, continued on their normal schedule in the new magazines, and DIPLOMANIA was restricted purely to articles, variant rules etc. I thus expected issue 12 to be brief, but Don obviously likes the punishment. Issue 12 was 10 pages, and issue 13 was 20! Issue 14/15 was 40 pages, and issue 16/17 was 42. Since then the average of just over 20 pages per issue has been maintained, although the frequency of publication has dropped slightly (much to Don's relief, I'll bet).

DIPLOMANIA is now purely a 'gen-zina' and contains no game reports. However, unlike other magazines I have read, the issues are devoted entirely to the subject of Diplomacy and related topics - Don's readers are not subjected to anything of the Hypertwisted variety, for instance. Most other magazines include humour, political/social comment etc. DIPLOMANIA, however, does not, and although this makes the reading perhaps rather drier than, say, EREBON, it does mean that the pages of DIPLOMANIA are chock-full of interesting and useful information.

In fact, I would go so far as to say that DIPLOMANIA contains the most interesting collection of articles I have ever read in any Diplomacy magazine (even, let it be said, in ALBION).

Don is to be congratulated on his achievement; in the last three years he has produced literally hundreds of issues of the various magazines, in most cases working on a very demanding time schedule. Considering the length of the roster of players, subscribers etc. it must take him an age merely to write all the names and addresses. Folding and stapling, pagination etc. must be a crippling job, and I wonder at the fact that he has managed to keep it up for such a long time. Add to this the fact that Don also produces THE GAMESMAN and THE GAMESLETTER for the NFFG Games Bureau, and you see that Don never sleep, rarely eat, and constantly catch various diseases of the typewriter - eye-strain must be a real problem. I just don't know how he does it.

Anyway, let me sum up. ALBION just cannot heap enough praise on this magnificent collection. I own all the issues of DIPLOMANIA and hope to obtain a full set of the others in time. It is without doubt essential reading for anyone remotely interested in Diplomacy.

DIPLOMANIA joins the list of highly recommended magazines. Indeed, without wishing to offend any other publisher whose magazine has been reviewed in these pages, I would say that, although the others are darned good magazines, and well worth anyone's money, DIPLOMANIA is better.

So ALBION sticks its neck out yet again.....

Which brings me to the subject of:-

#### Variant Diplomacy games.

ALBION readers have already seen the rules of two variants - the Hyperspace game (rules designed in detail by me from an idea in S&T - originally, of course, from DIPLOMANIA) and Abstraction, the Fred Davis variant reported in the last issue. However the existence of other variants has been hinted at in these pages before, and I think it might be interesting for the British readers to learn about some of the other variants which are currently being played in magazines of the DIPLOMANIA family. Lack of space restricts the explanation to brevity; however I hope the list will at least explain the basic principles of each variant. I have chosen a fairly random selection, and the list is by no means exhaustive.

HYPERECONOMIC Diplomacy. A fearsome monster, with massive rules taking more than 20 pages of print. Includes economics (obviously) but this one defies description.

The GAME OF ANONYMITY. No-one except the gamesmaster knows who is playing. All diplomacy is conducted via the press releases; codes etc. are sometimes used to prevent 'black' propaganda (i.e. written by one person but purporting to come from another). Scope for real fun here!

Miller 9-Man Game. Iberia and Scandinavia are added to the 7 major powers, and a slightly revised board is used.

MIDDLE EARTH DIPLOMACY II. The first variant played which is based on Tolkien's Lord Of The Rings trilogy.

MORDOR VERSUS THE WORLD IV. The latest variant of the Tolkien-based series.

TWIN-EARTH DIPLOMACY. Uses regular rules but two boards. Units can move from one board to the other, between corresponding provinces. Interesting, but I'll bet it's hard on the gamesmaster.

CHAOS. Each player sends in orders for each country each move. The game then selects one set of orders at random. Sheer chaos for the players, and either great or terrible for the gamesmaster, depending whether or not the orders that eventually appear are the ones you wanted. Scope for plenty of frustration here.

HYPERSPACE. Rather like the variant announced in an early issue of ALBION; the basic principle is the same, although the rules are different in some details.

THE FOUNDATION GAME. Quite a complex variant based on the Foundation novels by Isaac Asimov. Uses Hyperspace movement, and a few other complications.

MICRODIPLOMACY. Armies are split into three corps, fleets into three task forces. Each corps and task force can move independently. Uses the regular board (I think).

THE LITTLING VARIANT. Neutrals are armed in this variant. Again I think the regular board is used.

ANARCHY. Each player starts with just one unit in one supply centre. Lose that unit and you're out! Oh yes - forgot to mention - there are 34 players.....

There are many more variants, of course; I include these few to give British players an idea of the scope. Besides, Malcolm Watson would be impossible to keep quiet if he knew about the Game of the Clans.....

There seem to be two schools of thought on the subject of variant games. One is not interested in anything but the original game, the other is willing to try any sort of variant. I cannot, of course, pass comment on this, since I know the rules for but a few variants, and I have never played a single one. As far as this magazine is concerned at present, ALBION will contain the things the readers and players want it to contain; if you want variants, then we will run 'em.

I would be interested to hear what thoughts the British readers, particularly, have on the subject. Do you maintain (as some do in the US) that the original game is the only real game, and that any variant, although perhaps interesting and even amusing, is merely second best to the original? Or do you prefer to try your hand at anything which interests you, be it regular game, variant or what have you? If ALBION were only to offer regular games, would you get fed up? Or would you be more fed up if we continually loaded the pages with rules for, and discussions on, variant games? Be interested to know your views.

A NIGHT OF TERROR! and the result.

It was January 32nd, always an unlucky night for me. At midnight the ALBION publishing house slumbered (as it often does) - myself in the bath and my wife on top of the wardrobe (we really must buy that bed sometime). The wind howled through the gaps in the windows, through the front door frame (there's another job I've forgotten) and through the hole in the back of my neck. The rain sliced down, running its icy fingers down my spine; the cats howled in misery from the immersion heater cupboard; the house trembled on its foundations.

Suddenly, I was awake. Something had moved. Hesitating only for a brief two hours, I arose and donned my bowler and spats - the attire of every English ~~xxx~~ gentleman when faced with danger and adversity. Making never a sound with my hob-nailed boots, I tip-heeled across the carpet (yesterday's Telegraph), down the stairs, and positioned myself behind the aspidistra, which we keep by the front door when it's not out for walkies.

I heard it again. Building in its intensity, overpowering in its approach the wail of the wind, the dash of the rain, and the howls of the neighbours - ominous footsteps, nearer, nearer.

Quivering with courage, I hid in the sideboard. The sounds came nearer, louder, more menacing, and I struggled to hide in an empty gin bottle. A hand.....A HAND.....H..A..N..D descended on my shoulder, and a monstrous voice began to speak.

My British fortitude did not fail me. I fainted.

Being aroused by a set of bagpipes is not the most pleasant of experiences. Banshee, I think they call it. Anyway, as if you hadn't guessed, it was Malcolm Watson.

Of course, I did as anyone would do on meeting Malcolm face to face. I fainted again.

Malcolm, kind soul that he is, didn't disturb me; he merely helped himself to three dozen bottles of beer, five small cigars and two pounds of steak.

When I came to (or rather three) again, he explained the purpose of his visit. It seems that he had been smitten by some literary complaint, and had, as a result, written a book. This masterpiece he now clutched to his sporran, and asked if I would reprint selected passages in ALBION.

Who am I to refuse? Who am I, come to that. Of course I ~~agreed~~ agreed.

So now, the point of all the above garbage. We now present, with great pride and humiliation, an extract from the ~~xxx~~ epic work THE FALL OF THE ENGLISH EMPIRE, written by Malcolm Watson under the pseudonym of J. Munro, General (ret'd.)

THE FALL OF THE ENGLISH EMPIRE.

Or - 'Down the line a train came puffin;  
Scotland ten, England nuffin.'

Yes, indeed - after six years of tyranny and misrule by the English Government, headed by Major General Fortescue Bagshot Smith (pronounced Smythe) Jones, the Free Scots have at last overthrown their oppressors in a series of military campaigns that must surely go down in history as the most original ever fought. Although heavily outnumbered throughout the struggle, and handicapped by the lack of equipment, the Scots have used their native cunning to overcome all.

Perhaps the closing of the war have been slow, but they must be the finest examples of Scottish guile ever to be put on record. I can just see it now - the remnants of the once-powerful English army holed up in Edinburgh Castle. Although they could do no harm to the Scots, their position was impregnable; despite several attempts to storm the walls, the English continued to hold out. Soon it became obvious that new tactics must be adopted. A council of War was held at Hampden Park, at which all the chieftains were allowed to air their views, socks, sheets, pillowcases and anything else they wished. After three weeks of bitter squabbling (i.e. as to who would pay for the pints of!) it was decided to call upon that greatest of warlords, Angus McGaul.

Quickly he put forward the idee. "We'll starve them oot."  
"Ach awa an dinnae be daft ye glakit boggar", said Campbell  
McCampbell of the Campbells, "They've goat stacks o nosh up there."

"Weel, Ah kin see that be a problem, but Ah've goat a brew wee plan for tae deprive them o that nosh."

A hush descended over the assembly as he told of his plan. Then - cheers and jubilation - a winner if ever there was one! Immediately, preparations were made. The French military band (often mistaken for an army) was positioned beside a huge megaphone; lookouts took up their places and we all waited.

At last! One o'clock! Now we would find out if the great plan would work! The English soldiers could be seen filing into the dining room; they all sat down and the Padre said "Grace."

Then, just as they were about to begin, Operation Upyerkilt went into action. A lookout called the secret signal - "Mighty slacheter, blew yeir bluidy trumpet, they English are abbot tae hae their denner."

Immediately the French band struck up with the English National Anthem. The English leaped to their feet and saluted. One poor fellow forgot to let go of his spoon and was led away with the handle sticking out of one ear.

When the band stopped, the bewildered English sat down again, again they lifted their spoons when the cry rang out - "Hoots Mon their at it again, get tootelin oan yeir hoarns."

Once more the band struck up; once more the patriotic soldiers stood to attention; two more casualties were taken away.



30 days hath September,  
April, May and no wonder  
All the rest eat marmalade  
Except Granny and she  
Rides a bike.

This has been a shortened version of 'The Rise and Fall of the English Empire, taken from the memoirs of Field Marshall J. Munro, now residing in Edinburgh.

After which piece of erudite literature, ALBION returns to normality. As near to it as we ever get, that is.

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11104, U.S.A.  
Bill Heim, P.O.Box 281, Mount Eden, California 94557, U.S.A.

AHIKS Diplomacy Magazines.

Although ALBION leads the field in so many different ways - er....well, you think of one - it was not the first Diplomacy magazine in AHIKS. This honour goes to Bob Johnson's Diplodeur, currently reporting on two games, but in the process of expansion, so I hear.

Then came ALBION. We draw a veil over this period of history. Thirdly, Dick Holcombe's Pacific Diplodeur, which reports on game 1969 CN, plus a Bourae.

Bill Heim plays France in this game, and since I have bought some francs in the B. I confidently expect him to carry all before him.

The following appeared in Pacific Diplodeur vol. 1 no. 3:-

'For our players still trying to master the mysteries of this game called Diplomacy, I would like to call their attention to some of the better 'zines on the subject. These are primarily gen 'zines (containing articles related to Diplomacy rather than games).

DIPLOMANIA (Don Miller).

NUMENOR (Rod Walker).

LEBOR GABALA (Jeff Key).

Probably the best subscription for the beginner is Don Turnbull's ALBION which is written for the neophytish (look that up in your Oxford Universal) British scene. Because of postage, he must charge 1 dollar per issue by air, but I'll bet he would send you the ten back issues for 5 dollars surface (6-8 weeks).'

Now, let it never be said that ALBION is grasping. Greedy - yes. Gluttonous - perhaps. Voracious - certainly. But never grasping. How Dick got the idea I charge a full dollar per copy I cannot imagine (although it's not a bad idea - wish I had thought of it). We charge 25 cents per copy, and for 5 dollars I would send you the back issues plus a dining room suite, three carpeta and the cat.

Bill obviously read this announcement and, like the eminently sensible person he is, decided to get ALBION. Knowing that there were ten back issues, and wanting to get his hands on them in the minimum time, he sent 10 dollars to me by air! Thanks, Bill - glad to have you as a subscriber. However you will be pleased to know that, for this cash, not only do you get all the back issues, but also every issue up to number 40! If we ever get that far, that is.

Let me reiterate the subscription details at this point. To British subscribers, the cost is 1/- per issue. To subscribers in the USA this rises to 25 cents per issue, to take account of the extra postage payable, particularly for airmail. USA subscribers get their issues via Bob Johnson, who has kindly agreed to assist over there in an effort to reduce the postage charge (bulk posting, you see).

I am aware that, even with the relatively high cost of a USA subscription, ALBION isn't likely to profit. Ah well.

On the subject of finances, some readers have enquired, in a polite way, just how much cash I am making/losing in this venture. Well, the answer is - I just don't know; I daren't work out the figures. However you here have an assurance that subscription costs, game fees etc. will remain as they are at present until such time as the whole financial situation is reviewed, and I have some sort of answer to the above question. This won't take place for a while yet - around issue 20-25 I would think. So you are safe for some time. Actually, in comparison with American magazines, I think I am perhaps about right for subscriptions, but I charge less for game fees than the average. Still, it's a hobby, and no-one expects to profit from a hobby. Mark my words - if it were a business, you would be rooked.....

#### MISCELLANY.

The game theory article does not appear in this issue, due to circumstances beyond the editor's control. You can expect its return next time - there's lots more to come.

I have received from Fred Davis some slight amendments to the rules of Abstraction. I will not print them at the moment, but when we get a full complement of players, I will print the proposed amendments and ask players to vote on them, as to whether they should be included or not. They are minor, and affect the actual play of the game hardly at all.

The time is approaching when we will run a competition in these pages. Magnificent prizes! Watch for future announcements.

It is rumoured that Hypertweedle recently visited the USA with Mr. Harold Wilson, but failed to catch him when he fell. Shame!

Ian Erskine (member of the British Region of ANIKS) got married recently. The region bought a stainless steel meat plate to celebrate. Whether he will let his wife use it as a meat plate is another matter - it looks remarkably suitable for the storing of game counters:.....

After the game reports, we will discourse on another Diplomacy ruling/interpretation - the Changing of the Guard.

The French cartoon for this issue graces the front page. Once again, my thanks to Malcolm Watson for continuing to arrange an interesting cartoon each issue. We hope this feature will be permanent.

How about this for a variant idea? Each player plays the first game year with one country, then the gamesmaster puts all the names in a hat and re-assigns each player and each country. You could end up with the same country two years running (or more) but the chances are you will be replacing a former enemy. Changes should occur every game year. Would be interesting, and no extra work for the gamesmaster (but a bit chaotic for the players!)

REPORT. ALBION 69/1 (1969BG). Spring 1906 retreats.  
 France retreats F(LOS) to TYS.  
 Russia retreats A(War) to Mos.

REPORT. ALBION 69/1 (1969BG) Autumn 1906 orders.

Austria (Nethercot); A(Ven) stands. A(Tri) S A(Ven).  
 A(Tyr) S A(Boh). A(Boh) S A(Tyr).  
 A(Vie) S A(Tri).  
 England (Munro); No orders received. A(Wal) stands.  
 France (Watson); Lpl stands. F(NAO)-NWG.  
 (Edi) S F(NAO)-NWG. F(NTH) S F(NAO)-NWG.  
 A(Ruh) S German A(Mun). A(Pie)-Tus.  
 F(Rom)-Nap. F(TYS)-IOS.  
 Germany (Newcombe); A(Mun) stands. A(War) S A(Pru).  
 A(Pru) S A(War). F(Den)-Swe.  
 F(BAL) S F(Den)-Swe.  
 Italy (Robertson); A(Aps)-Rom. F(ADS) S French F(TYS)-IOS.  
 F(Tun) S French F(TYS)-IOS.  
 Russia (Hancock); F(NWG) S F(Nor). F(Nor) S A(Swe).  
 A(Gal)-Ukr. A(Swe) stands.  
 A(StP)-Liv. F(GB) S A(StP)-Liv.  
 A(Mos) S A(StP)-Liv.  
 Turkey (Wood); A(Bul)-Smy. F(AES) C A(Bul)-Smy.  
 A(Alb) stands. A(Gre) S A(Alb).  
F(LOS)-ADS.

Retreats:- The Russian F(NWG) retreats to BAS or Cly.  
 The Turkish F(LOS) retreats to EMS or Apu.

Notation: S=supports. C=convoys. BAS = Barents Sea.  
Underlined moves fail.

Builds.

Austria controls: Vie, Tri, Bud, Ser, Ven. No change for 5.  
 England controls: ~~Lpl~~. Eliminated. Removes A(Wal).  
 France controls: Par, Bre, Mar, Por, Bel, Spa, Lon, Lpl,  
 Edi, Nap. Builds 2 for 10.  
 Italy controls: Rom, ~~Nap~~, Tun. Removes 1 for 2.  
 Germany controls: Ber, Kie, Mun, Den, Hol, War.  
 Builds 1 for 6.  
 Russia controls: Mos, ~~Waz~~, Stp, Swe, Rum, Nor, Sev.  
 Removes 1 for 6.  
 Turkey controls: Ank, Smy, Con, Gre, Bul. No change for 5.

DEADLINE FOR RETREATS AND BUILDS IS:-

Wednesday February 18th 1970.

Carbob copy notification as usual. Remember that retreats take place before builds.

69/1 Press Releases.

Austrian News Agency.

The complete lack of interest shown by the war parties of the aggressor states seems to indicate that the position in central Europe has reached stalemate. One now wonders who is going to stab his friend(s) in the back. As far as Vienna is concerned, we are perfectly willing to maintain our present positions and have therefore no intention of advancing into central Europe. Throughout the country the people have returned to normal living and as the economy has continued to expand it is expected that the budget will give some tax relief. There is talk of reducing the size of the armed forces - perhaps peace is around the corner? Our war correspondents have done little but report small-scale skirmishing along all fronts. We think that perhaps a return to balmy days may wake the contenders from winter hibernation.

In contrast to the turgid prose churned out by our propaganda department, we think it is high time that the scene should be brightened by something of a lighter and more fanciful nature. Our verse propaganda seems to have passed without raising the faintest sign of life - obviously subscribers are not inclined to be forced into abuse regardless of the provocation! We have considered a number of projects, but none seem likely to stir passions or force the French President into adding another 30 pages to the next edition. To be frank we are in a complete loss. Our ideas department needs a shake-up. It has been suggested that the pacific nature of our diplomatic and military moves need be changed. We wonder if the likelihood of a revolution in Vienna, or a complete change of policy, will open the flood gates. Our ears are always close to the ground and we sometimes think we can hear murmurings from across our borders. If anyone has any sound suggestion we will try and wake our Foreign Secretary.

French News Agency.

The return to Parliament after the winter recess has been heralded by the usual political shoutings and, not slow to join in the national mud-slinging competition, the glorious, magnificent, magnanimous and modest leader of France, Charles de Gaul, delivered a speech to the French Nation.

"Mes Amis", he said, "It is with great joy that we of the French Government learn of the recent coup d'etat in Turkey. Now that the warmongering Sultan has been deposed, there is hope at last for peace in the Mediterranean. I am glad to inform you that informal talks with King Reshadieh have already started, and there is good reason to be optimistic." He then went on to talk of Italy. "For some time now it has been French policy to aid our Italian brethren in their struggle against Austria and Turkey. We have at various stages saved the nation from total collapse by increasing the size of our force in the area. But since the new Italian Government came into power there have been nothing but set-backs. Under the leadership of that great patriot

Giovanni Lollobrigi our combined forces have worked well, but since he was deposed in such a cowardly manner things have gone from bad to worse. Italian authorities will not co-operate with our military advisers in any way, hence the recent debacle in the Ionian Sea. I have served warning to the Italian Government that unless she follows French strategy in future, our forces will be withdrawn from the area. I call upon the Italian people to bring back Lollobrigida."

At this point Charles was seen to turn a red colour and appeared to have difficulty in standing up to acknowledge the Marseillaise. He concluded his speech by acknowledging Austria's plea for mercy and was pleased to see that Austria agreed with all the letters that ~~Ms~~ were sent to ALBION by the De Gaul fan club. He then disappeared to the Royal Chambers clutching a copy of Playboy's girl of the month - what you might call a chambermaid.

From the Italian Press.

In view of the recent movement by the French fleet into our beloved city of Rome, a note has been handed to the French Government asking that immediate withdrawal of the aforementioned ships must be undertaken. In view of the close ties between Italy and France, the Italian Government expressed its surprise at this act of aggression on the part of the French Government, and warned de Gaul that a state of war would exist between Italy and France if this fleet was not withdrawn.

From the German Press.

Warsaw calling! Warsaw calling!  
Today the units of the Imperial German army marched in triumph through the streets. The lighting retreat of the Russian occupiers left the city in our hands totally undamaged. The hordes of the Tsar are retreating from yet another victory. In our moment of victory, we do not forget to honour our blood brothers and comrades in arms - the sons of the Dual Monarchy.

Our offensives will not rest now that our armies have gained momentum. The Kaiser personally will review the troops before they return to undertake garrison duties in the Fatherland.

Bülow.

We have to announce that no news has been received from TRASH, the new Turkish newsagency. We fear the worst. The Russian Press is also silent.

REPORT.

ALBION 69/2 (1969CF).

Autumn 1902.

Austria(Wood);	F(Alb) S Italian A(Tun)-Gre. A(Ser) stands. A(Gal) S A(Bud)-Rum. A(Bud)-Rum.
England (Hancock);	A(Lon) stands. F(MUG) S F(Nor). F(Nor) S F(NTH). F(NTH) S F(Nor).
France (Evans);	A(Bel) stands. A(Pic) stands. A(Gas)-Spa. F(EMC) stands. F(MAO)-IRI.
Germany (Stuart);	A(Hol)-Kie. F(Kie)-Hol. F(Ska)-Nor. F(Hel)-NTH. A(Mun)-Tyr.
Italy (Watson);	A(Tyr) stands. A(Tun)-Gre. F(LOS) C A(Tun)-Gre. F(EMS)-Smy.
Russia (Robertson);	A(Ukr)-War. F(Rum) S Turkish A(Bul). F(GoB) S A(Swe). A(Sev) S F(Rum). F(StP-NC) S German F(Ska)-Nor. A(Swe) S German F(Ska)-Nor.
Turkey (Thomas);	F(Smy)-AES. A(Gre) stands. A(Bul) S A(Gre). A(Con)-Ank. F(BLA)-Con.

Retreats:- English F(Nor) retreats to BAS (only available space).

Notation: BAS = Barents Sea. S = supports.  
Underlined moves fail. IRI = Irish Sea.

Builds.

Austrie controls:-	Tri,Bud,Vie,Ser.	No change for 4.
England controls:-	Lon,Lpl,Edi, <del>XpX</del> .	Removes 1 for 3.
France controls:-	Per,Mar,Bre,Bel,Por,Spa.	Builds 1 for 6.
Germany controls:-	Ber,Mun,Kie,Den,Hol,Nor.	Builds 1 for 6.
Italy controls:-	Ven,Rom,Nap,Tun,Smy.	Builds 1 for 5.
Russia controls:-	Mos,War,Sev,StP,Swe,Rum.	No change for 6.
Turkey controls:-	Con, <del>SxX</del> ,Ank,Bul,Gre.	Removes 1 for 4.

DEADLINE FOR WINTER 1902 BUILDS/REMOVALS.

Wednesday February 18th 1970.

Carbon copy notification as usual.

69/2 Press Releases.

From the German Press.

The Kaiser is nesting in Holland where he is vainly searching for the legendary bird the 'Ally', sometimes known as 'The Truthful Friend.' His conviction is firm that the bird will be found in the North Sea / Heligoland area.

Whilst the Kaiser continues his birdhunt, the Chancellery in Berlin issued the following statement, concerning the attire of the Pictish peoples.

"There should be no controversy about Knickers and Long Underpants by the Italian people. These garments have nothing to do with any Russian code. It is realised that the Italian people may have little knowledge of these garments - after all, the most famous Italian of them all, Malcolmangelo, dresses the nether regions of his masterpieces in the vine or fig leaf.

"Greek soldiers wear an informal ballet skirt with white tights - not a kilt.

"The kilt is a Pictish garment, derived many long years ago by that famous warrior, Malcolm of the Savages, Allah's deputy on earth, possessor of Long Underpants, Boaster of the East and West, Lord of the Most Happy Kilt, Dispenser of disquiet on earth, Chiller of Beer, Refugee in Cheshire.

"This refugee first wore Long Underpants to keep the cold away from his knocking Knobbly Knees. To hide his skinny legs he covered himself in woven heather, which also kept away the cold (pronounced 'kold' or, in the heathen, 'kilt')."

This statement was issued to put an end to the unfair Italian correspondence, privately received by the Kaiser, and to let the people of Europe realise the great effort made by the German people to curb the southern Europeans. These southerners must be brought to understanding of the true facts - of Kilt, Long Underpants and Knickers.

From the Italian Press.

In response to Austria's recent claim that the Italian people are helping her in a war against Russia and Turkey, I have been called upon by the Government to clarify the position. So now when I sign my name I put 'Upon to clarify the position Watson'. Having got that out of my system, I confirm that a treaty is in operation between our two countries whereby Austria has agreed to aid the Italian people to regain her lost territory of Greece. In return for this help, we will return the compliment at a later date.

For security reasons no further details can be released.

Julius Caesarian McWatson, Governor General of Constantinople.

From the French Press.

President Snave had a very enjoyable holiday in Vienna and Trieste this Spring. "Such quaint, friendly Austria-Hungarian cities they are" he is quoted to have said. He might be a little bit annoyed if they are not so in Autumn as well.



Onto more serious things; no printable suggestions have been received advising our inventive leader on the use of his newly invented atomic rowing boat. In answer to A.L.(Reading):- 'How dare you, sir? What good would it do there?'. Count Molochite seems to have lost enthusiasm for his boat in favour of his latest creation, the atomic-powered computer; specially invented for writing press releases to ALBION. Now you know who wrote this drivell.

Completely astounded at the recent Austrian declaration of war upon Mother Russia and Turkey, the Russian Government is today making enquiries as to what incidents caused the Austrian Government to issue such an unexpected and totally unfounded statement. It is obvious to everyone of the free world that Russia has firmly stood by her treaties with her neighbouring countries, and has undertaken no aggressions against friendly nations. Quite the opposite, in fact, as all her troops have been withdrawn from the frontiers, and are positioned only to act as a defence in the case of an unprovoked attack, such as is threatened by Austria.

In view of these serious threats from a hitherto sane and sensible ally, the Russian Government has no option but to order her armies to such territories as may best defend the Motherland, in the event of Austria actually carrying out her threat. The Government pledges that our forces will still not cross into Austrian soil, and is in the meantime attempting to bring about a suitable reconciliation with the Austrian Government.

THE CHANGING OF THE GUARD.

The rule book states, quite explicitly, that two units each ordered to the space occupied by the other may not move. On the face of it, this seems a sensible ruling, since two armies, each trying to move into each other's position, would so clog up the roads etc. that movement would become impossible. However some might say that, if such movement involved an army and a fleet, then the exchange should be allowed, since the army would move overland and the fleet by sea.

However it isn't as simple as all that. Clearly the concept of a fleet 'controlling' a coastal province is an abstract idea, and one which in reality represents a fleet controlling a coastal province by virtue of an associated marine landing force. When moving to an adjacent area, the landing force would obviously not embark on ships - they would march overland up the coastline; hence they would interfere with the movement of an army coming in the opposite direction, and the rule is thus seen to operate whatever combination of army/fleet is used.

ALBION has never permitted the Changing of the Guard, although some magazines have done so, at one time or another. The current feeling, at least in the important magazines, is that it should not be allowed, and we concur. Apart from anything else, the rule book says it is not permitted.

An interesting side-issue is that the following set of orders might be allowed:-

GERMANY: A(Hol)-Kie. F(Nel) C A(Hol)-Kie. A(Kie)-Hol.

This set of orders would apparently succeed in making the exchange, since one army is deliberately ordered to travel by sea, and no difficulty in overland transport should arise.

Now here is a difficulty, as far as ALBION is concerned at least. EREBION would allow the above set of moves to succeed; DIPLOMANIA would not. I don't know how other gamesmasters deal with this situation, so will have to rule without consultation with others (for a change). And I don't really see another way round it than: In ALBION games the exchange of positions by convoy will not be allowed. After all, the rule book says that exchange of positions by any method is not allowed.

Of course, as soon as we stick our neck out, along comes the chopper. Consider these orders:-

FRANCE: F(Spa-NC)-Por. F(Por)-Spa-SC).

This is known as the COASTAL CRAWL. And we will have to allow it. If you think about it, an exchange of position is not involved at all, since a fleet in the south coast of Spain controls the north coast but cannot enter it directly. Therefore the Coastal Crawl is an exception, in the eyes of ALBION, to the rule regarding change of position (exchange, rather) since in our view no exchange really takes place.

John McCallum tells me that no instance of the coastal crawl has ever arisen in a game, anyway, so the point is rather academic. I'll bet one of the British players uses it, though, just to put me on the spot.

[illegible]

And so we come to closing the slimmer ALMION for this time. As we said earlier, subscribers shouldn't demand a refund on the grounds that this issue is smaller than normal, since next issue will be back to around normal size.

In the next issue, we hope to be printing the rules of a new business game, invented by Rene Nokin, a new member of the ANIKS British region. This cannot in any sense be called a Diplomacy variant, but if we are to run a postal game, and we hope to do so, then ALBION is the logical place to do it.

Also, next time, we will have the next article in the series on Game Theory, which promises to be even more difficult to follow than any before. We also hope to be able to announce the players for the Abstraction variant.

We now have a difficulty - what to do with the back page of this issue. No cartoon is available, so we'll have to think of something else. A still from 'Flesh' perhaps. Or something.

HAROLD'S

IMPACT  
ON THE USA

